

## **General Description of Authoring Instructional Materials (AIM)**

AIM is a set of software tools designed to improve, streamline, and automate certain aspects of the development and maintenance of Navy training materials. The Navy uses three different approaches for the development of training materials: Personnel Performance Profile (PPP), Task-Based, and Competency/Skills-Based. AIM I supports the PPP approach to training material development, AIM II supports the Task-Based approach, and AIM Content Planning Module (CPM)/Learning Object (LO) Module supports a Competency/Skills-Based or Integrated Learning Environment (ILE) approach. These tools allow for more efficiency and responsiveness in the production and life cycle maintenance of training materials at all Navy training activities and in some organizations external to the Navy. AIM also optimizes the process of instructional development and standardizes the training materials by automating the format and standards promulgated in various military and commercial training design/development standards. AIM I, II, and CPM/LO Module all operate in the Microsoft Windows environment to provide a graphical user interface.

AIM access is currently provided from a centralized environment, whereby users to access standalone versions of the AIM software and database from geographically dispersed locations. This AIM Central Site effort provides AIM software access and related data to an increasingly wider Navy audience and help ensures data integrity and concurrency. For those users who are not able to access the centralized environment, standalone instances of the AIM software are still in use. Content Planning Module (CPM) is web-based. Current plans for the AIM project are an eventual merge of the Learning Object Module with Content Planning Module for a fully webified AIM application.

A major driver of future potential AIM functionality is the Navy's Ready Relevant Learning effort. This strategic initiative, with a focus on Ready, Relevant, Learning is focused on delivering training in a modular construct through immersive and interactive learning capabilities, providing just in time training when a Sailor needs it. This effort will improve training efficiency and allow for more sailor time on ship during initial contract.

AIM requirements will continue to evolve as the Navy's Ready Relevant Learning initiative and other Competency/ Skills-Based approaches mature. These requirements are defined by the Navy's AIM governance organizations Configuration Control Board (CCB), Executive Steering Committee (ESC), and Functional Requirements Board (FRB).